

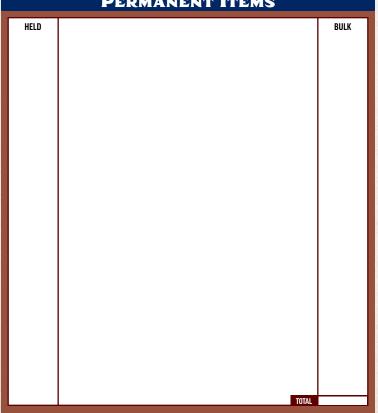
paizo.com, Wexel Winding < Wiggyjiggyje	aneaa@gman.com>, reo 23, 20	023	
CHARACTER CHARACTER	ANCESTRY AND HERITAG	GE	LEVEL
SHEET PROFICIENCY Single Action	BACKGROUND		
Untrained +0 Trained 2+Level Trained 2+Level Three-Action Activity Three-Action Activity	SIZE ALIGNMENT	TRAITS	HERO POINTS
Expert 4+Level Master 6+Level Legendary 8+Level Reaction Experience Points (XP)	DEITY		
	OR CLASS EX CAP PROF TEML	ITEM	HIT POINTS
MODIFIER SCORE = 10	OR	MAX	CURRENT
DEX DEXTERITY SCORE	L TEML TEML TE	AVY M L	DYING WOUNDED
CON CONSTITUTION SCORE Shield +	HARDNESS MAX HP BT	CURRENT HP RESIS	TANCES AND IMMUNITIES
IN ELEIGENCE	G THROWS REFLEX WII		ITIONS
WIS WISDOM SCORE CON PROF D	EX PROF WIS	PROF	
CHA CHARISMA		EML	PERCEPTION WIS PROF T E M L ITEM
CLASS DC DC BASE KEY PROF T E M L ITEM NOTES			NSES
SPEED FEET MOVEMENT TYPES & NOTES		SKILLS	
MELEE STRIKES	ACROBATICS	= DEX PR	T E M L ITEM ARMOR
WEAPON STR PROF T E M L ITEM	ARCANA	= INT PE	T E M L ITEM
DAMAGE DICE STR B W SPEC OTHER TRAITS	ATHLETICS	= STR PR	T E M L ITEM ARMOR
	CRAFTING	= INT PE	T E M L ITEM
WEAPON = STR PROF T E M L ITEM	DECEPTION	= CHA PE	T E M L ITEM
DAMAGE DICE STR B W SPEC OTHER TRAITS	DIPLOMACY	= CHA PE	T E M L ITEM
WEAPON STR PROF T E M L ITEM	INTIMIDATION	= CHA PE	T E M L ITEM
DAMAGE	LORE	= INT PR	T E M L ITEM
DICE STR B W SPEC OTHER TRAITS	LORE	= INT PF	OF T E M L ITEM
RANGED STRIKES	MEDICINE	= WIS PF	OF T E M L ITEM
WEAPON DEX PROF T E M L ITEM	NATURE	= WIS PF	T E M L ITEM
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WEAPON DEX PROF T E M L ITEM	STEALTH	= DEX PF	ROF T E M L ITEM ARMOR
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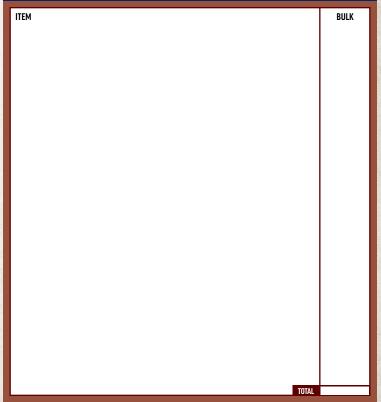
ANCESTRY FEATS AND ABILITIES	CLASS FEATS AND ABILITIES
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HERITAGE 1	1st FEATURE 1st
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FEAT 5	FEAT 2nd
FEAT 9	FEATURE 3 _{RD}
FEAT 13	Втн FEAT 4тн
FEAT 17	7TH FEATURE 5TH
SKILL FEATS	FEAT 6 _{TH}
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2	PAD FEAT 8th
4	4TH FEATURE 9TH
6	Бтн FEAT 10тн
8	Этн FEATURE 11тн
10	Этн FEAT 12тн
12	PTH FEATURE 13TH
14	4TH FEAT 14TH
16	FEATURE 15TH
18	Этн FEAT 16тн
20)тн FEATURE 17тн
GENERAL FEATS	FEAT 18 _{TH}
3	BRD FEATURE 19TH
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		ENEMIES			LOCATION		
		ORGANIZATIO	NS		LOCATION		
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ACHIEVEMENTS
MOSTFOES In one Battle
MOST GP GAINED AT ONCE
FARTHEST DISTANCE FALLEN



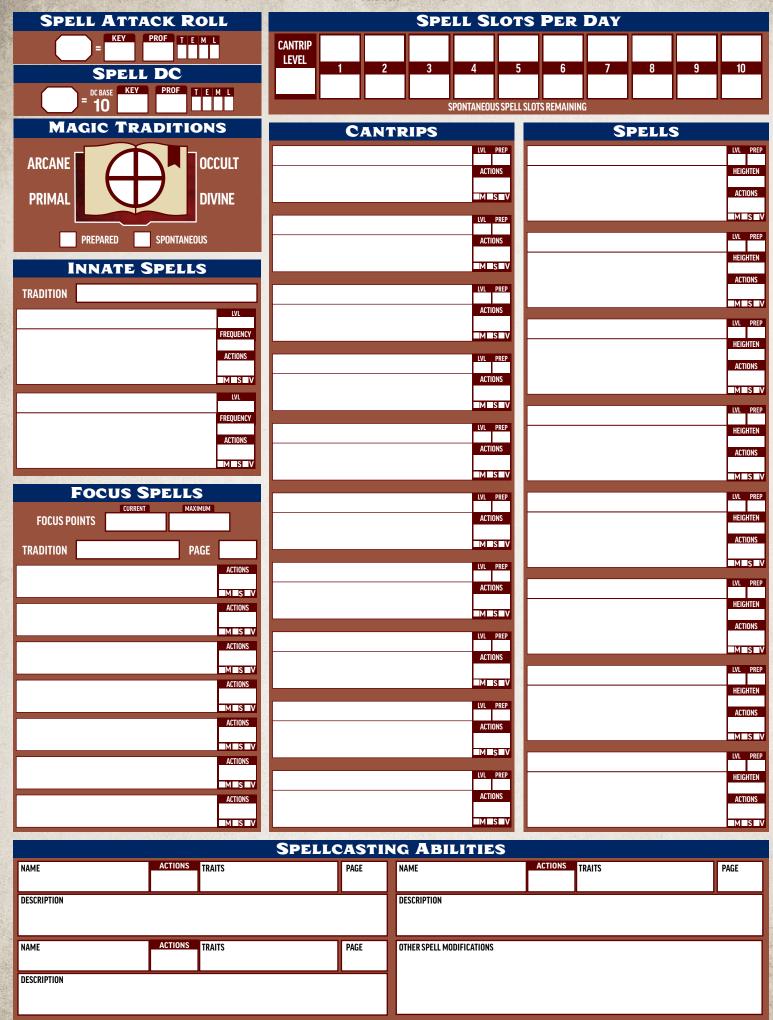




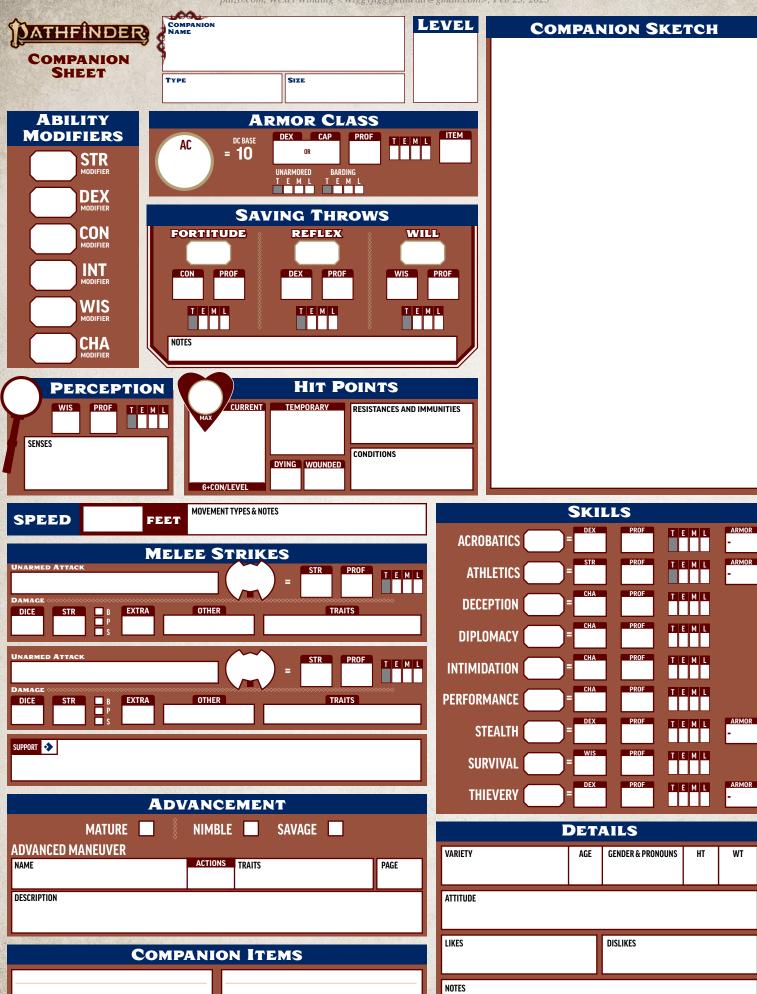




You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.



	SPELLS	
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INVESTED BULK

INVESTED BULK

LEVEL PRICE LEVEL PRICE LEVEL PRICE LEVEL PRICE

CRAFT

REQUIREMENTS

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

SUCCESS & FAILURE

 $\mbox{\it Critical Success}$ Reduce materials for extra days by level + 1 and rank.

Success Reduce by level and rank.

Critical Failure Ruin 10% of raw materials.

CRAFTING FEATS

ALCHEMICAL CRAFTING

MAGICAL CRAFTING

SNARE CRAFTING

IMPECCABLE CRAFTING

SPECIALTY CRAFTING

INVENTOR

MONEY TABLE

LEVEL	FAIL	TRAINED	EXPERT	MASTER	LEGENDARY
0	1 cp	5 ср	5 ср	5 ср	5 ср
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 ср	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (crit)	-	50 gp	90 gp	175 gp	300 gp

CRAFTING ACHIEVEMENTS

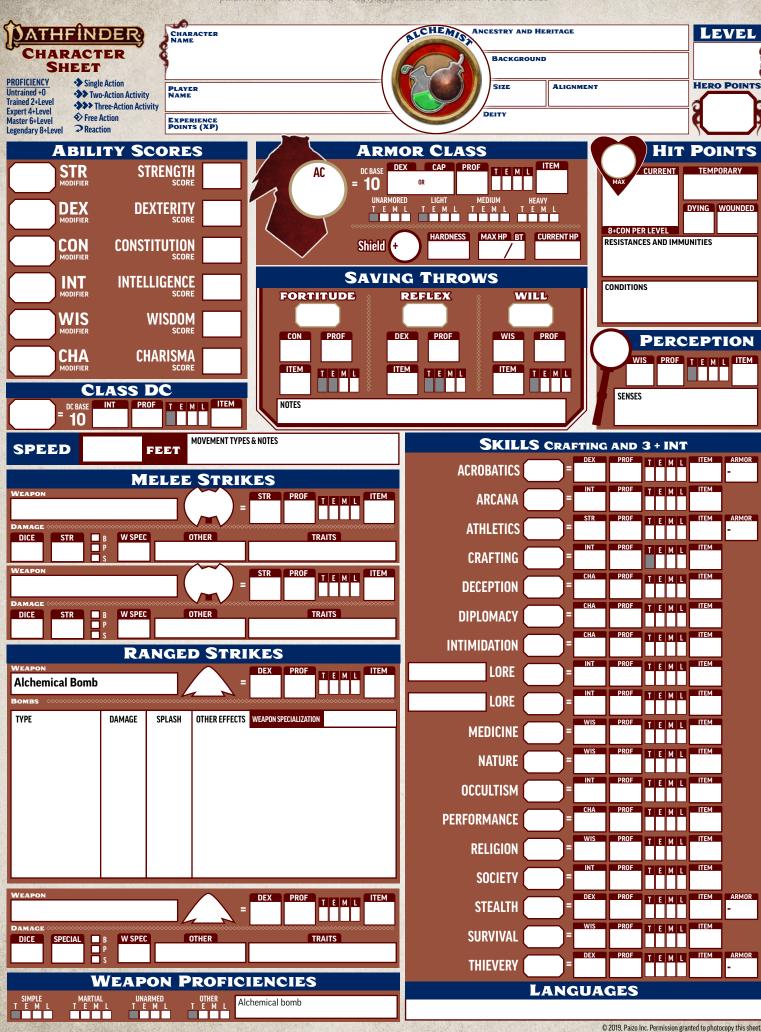
STRONGEST
ITEM
CRAFTED

MOST DAYS
CRAFTING
ONE ITEM
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ONE ITEM
CRAFTED

SPECIFIC CRAFTING NOTES

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ANCESTRY FEATS AND AB	ILITIES
	SPECIAL 1st
	HERITAGE 1st
	FEAT 1st
	FEAT 5TH
	FEAT 9th
	FEAT 13 _{TH}
	FEAT 17 _{TH}
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SKILL FEATS	
	BACKGROUND
	2 _{ND}
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	6тн
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	10тн
	12тн
	14тн
	16тн
	18тн
	20тн

GENERAL FEATS	
	3 _{RD}
	7тн
	11тн
	15тн
	19тн

ALCHEMY

INFUSED REAGENTS LEVEL + INT PER DAY

Advanced Alchemy During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.

Quick Alchemy Cost 1 batch of infused reagents; Requirements You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. Effect Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn.

RESEARCH FIELD

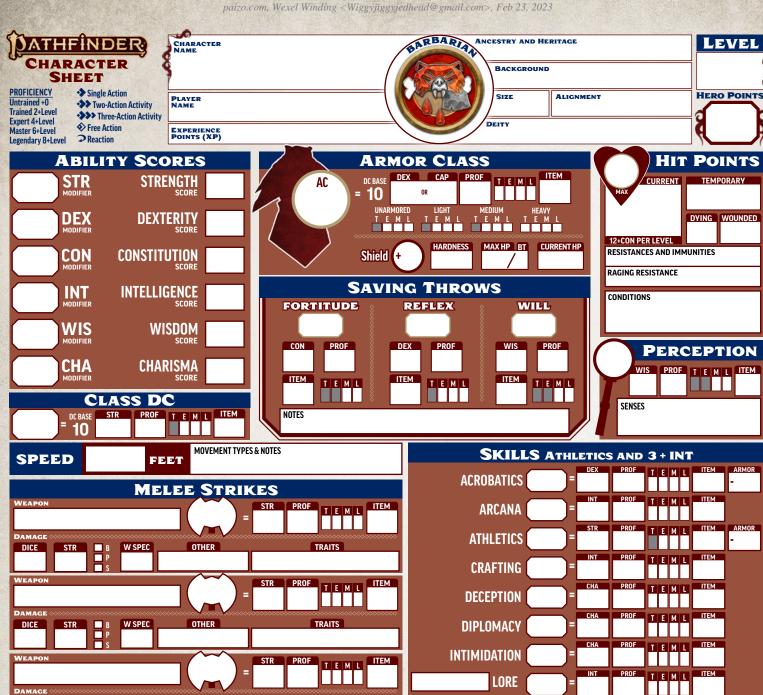
	CLASS FEATS AND ABILITIES
FORMULAS	
6	Alchemy Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy. Alchemical Crafting You can use Craft to create alchemical items.
ľ	Formula Book Contains six 1st-level alchemical item formulas, plus two based on your
	Research Field IS
	FEAT 1s
+2	FEAT 2 _N
+2	3 _R
+2	FEAT 4 _T
+2	Field Discovery5TI
+2	FEAT 61
+2	Alchemical Weapon Expertise Gain expert proficiency with simple weapons,
	unarmed attacks, and alchemical bombs. Iron Will Gain expert Will.
	Perpetual Infusions Create two 1st-level items with Quick Alchemy
	without spending reagents. The items depend on your research field.
+2	FEAT 8 _T
+2	Alchemical Expertise Gain expert class DC.
	Alertness Gain expert Perception. Double Brew You can spend two batches with Quick Alchemy to
	make two items at once.
+2	FEAT 10 _T
+2	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical
+2	successes. Perpetual Potency Increase perpetual infusions to their moderate
+2	successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11
+2	successes. Perpetual Potency Increase perpetual infusions to their moderate
	Perpetual Potency Increase perpetual infusions to their moderate versions. 11 FEAT 12 Greater Field Discovery
+2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _{T1} FEAT 12 _{T1} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. 12-
+2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _{T1} FEAT 12 _{T1} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13 _{T1}
+2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _{T1} FEAT 12 _{T1} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. 12-
+2	FEAT 14T Alchemical Alacrity You can spend tinfusions to their moderate Versions. 11T FEAT 12T Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. FEAT 14T Alchemical Alacrity You can spend three batches with Quick Alchemy to
+2 +2 +2	FEAT 14T Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Fusion Gain master Reflex Successes on Reflex saves are critical.
+2 +2 +2	FEAT 12T Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items.
+2 +2 +2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _{TT} FEAT 12 _{TT} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13 _{TT} Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical
+2 +2 +2 +2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _{T1} FEAT 12 _{T1} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13 _{T1} Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. 15 _{T1} Alchemical Mastery Gain master class DC.
+2 +2 +2 +2 +2	Successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11 _T FEAT 12 _{TI} Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13 _{TI} Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. 15 _{TI}
+2 +2 +2 +2 +2	FEAT 14T Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. FEAT 16T Alchemical Mastery Gain master class DC. Pernetual Perfection Increase perpetual infusions to their moderate versions. 11T FEAT 12T FEAT 12T Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. 15T Alchemical Mastery Gain master class DC. Pernetual Perfection Increase pernetual infusions to their greater.

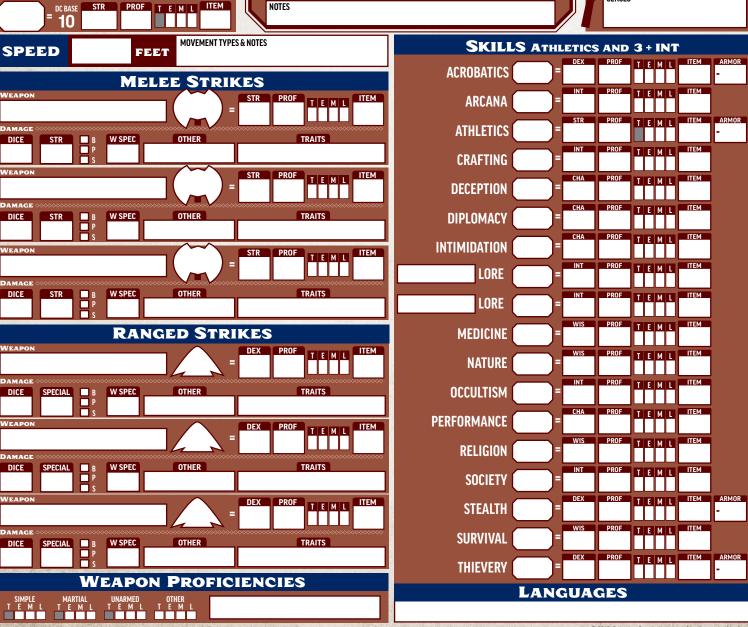
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Light Armor Mastery Gain master light armor and unarmored defense. FEAT 20TH

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	HERITAGE 1st
	FEAT 1st
	FEAT 5 _{TH}
	FEAT 9 _{TH}
	FEAT 13 _{TH}
	FEAT 17 _{TH}
Ski	LL FEATS
	BACKGROUND
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SKILL FEATS	
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GENERAL FEATS	
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RAGE AND MIGHTY RAGE

Rage ♦ (concentrate, emotion, mental) Requirements You aren't fatigued or raging. Effect Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Mighty Rage ♦ Trigger You Rage. Effect Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. □ 11th

Quick Rage After you spend a full turn without raging, you can Rage again without needing to wait a minute. \Box **17th**

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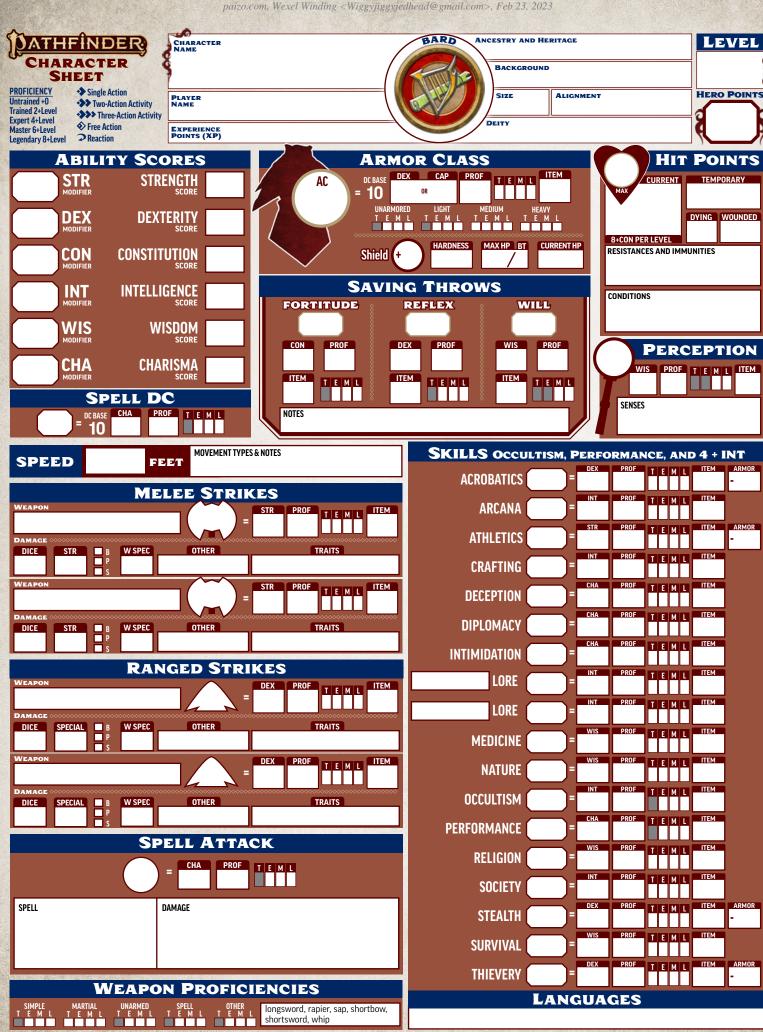
Rage Instinct Ability 1st
FEAT 1st
FEAT 2ND
Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.
FEAT 4TH
Brutality Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee. 5th
FEAT 61H
Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. Instinct Specialization Ability:
FEAT 8 _{TH}
Lightning Reflexes Gain expert Reflex. Raging Resistance 3+ Con resistance to
FEAT 10TH
Mighty Rage Gain expert class DC. FEAT 11TH
FEAT 12 _{TH}
Greater Juggernaut Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage. Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense. Weapon Fury Gain master simple, martial, and unarmed.
FEAT 14 _{TH}
Greater Weapon Specialization +4 damage if expert, +6 if master, +8 if legendary. Greater Instinct Specialization Ability:
Indomitable Will Gain master Will. Successes on Will saves are critical successes.
FEAT 16TH
Heightened Senses Gain master Perception. Quick Rage
FEAT 18th
Armor of Fury Gain master light armor, medium armor, and unarmored defense. Devastator Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19TH
FEAT 20th

ACTIONS AND ACTIVITIES

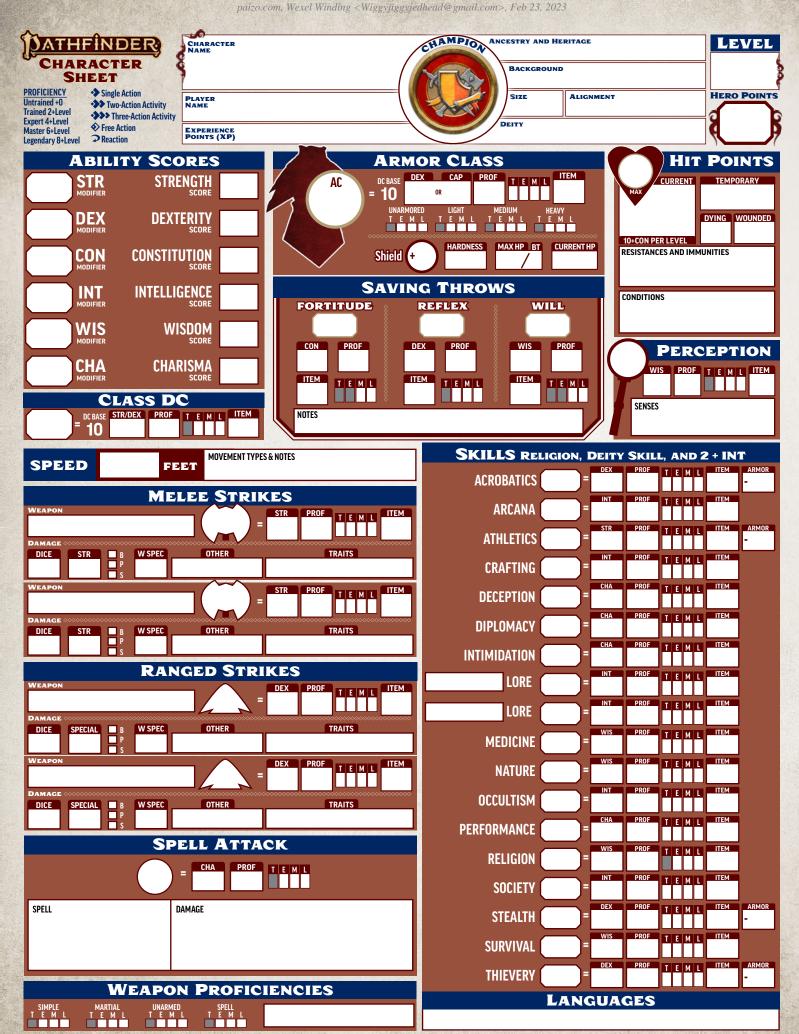
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ANCESTRY FEATS AND ABILITIES		<u> </u>	LASS FEATS	AND ABIL	ITIES
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HERITAG		5 cantrips, 2 1st	Spell Repertoire You know to When you gain a new spell		
FEA	AT 1st		same level. Composition Spells Learn th	e counter performance cor	nposition spell and gair
FEA	Т 5 тн		1 Focus Point. Learn the insp type of Performance while of Muse		
FEA	.Т 9тн	+1 1st			FEAT 2N
FEAT	Г 13тн	2 2nd	Lightning Reflexes Gain ex Signature Spells Choose or		e a signature spell
FEAT	17 тн		you can cast with a higher	or lower spell slot.	3 _R
		+1 2nd			FEAT 4
SKILL FEATS		2 3rd			5 ₁
BACKGRO		+1 3rd			FEAT 6
		2 4th	Expert Spellcaster Gain ex	pert occult spell attack ro	lls and spell DC. 71
		+1 4th			FEAT 8
		2 5th	Great Fortitude Gain expert Resolve Gain master Will. S		critical successes. 91
	8тн 10тн	+1 5th			FEAT 10
		2 6th	Bard Weapon Expertise Ga shortbow, whip, and unarm	ed. While one of your com	positions is active, gai
	14тн		critical specialization with t Vigilant Senses Gain maste		111
16тн		+1 6th	FEAT 12 _{TH}		
18тн		2 7th	Light Armor Expertise Gain expert light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. 13TH		
20тн		+1 7th			FEAT 14
		2 8th	Master Spellcaster Gain ma	ster occult spell attack rolls	
GENERAL FEATS		+1 8th			FEAT 16
	- 8	2 9th	Greater Resolve Gain legen failures. Take half damage v		
	7тн 11тн	+1 9th			FEAT 18
	15тн	1 10th	Magnum Opus Gain a 10th-level spell slot. Legendary Spellcaster Gain legendary occult spell attack rolls and spell DC. 19 _{TH}		
	19тн	_			FEAT 20
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paizo.com, Wexel Winding «Wiggyjiggyjedhead@gmail.com», Feb 23, 2023 **CLASS FEATS AND ABILITIES ANCESTRY FEATS AND ABILITIES** SPECIAL 1st **Champion's Code Deity and Cause HERITAGE 1**ST Deific Weapon Gain access to deity's favored weapon if it's uncommon. If it's simple, increase damage die by one sten. FEAT 1st Champion's Reaction **Devotion Spells** Gain a devotion spell from your cause (with 1 Focus Point) Shield Block FEAT 5_{TH} FEAT 1st FEAT 9_{TH} FEAT 2_{ND} FEAT 13_{TH} Divine Ally Divine Ally Choose a weapon when you prepare to gain disrupting, ghost touch, FEAT 17_{TH} returning, or shifting. Gain the weapon's critical specialization. Shield Ally Increase your shield's Hardness by 2 and its HP and BT increase by half. Steed Ally Gain a young 3_{RD} animal companion mount. **SKILL FEATS** Weapon Expertise Gain expert in simple, martial, and unarmed. FEAT 4_{TH} BACKGROUND 5тн 2_{ND} FEAT 6_{TH} 4тн Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization 6тн with medium and heavy. **7**тн Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 8тн FEAT 8_{TH} 10тн Champion Expertise Gain expert class DC, spell attacks, and spell DCs. Divine Smite Champion's reaction improves. 12тн Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. 9тн Lightning Reflexes Gain expert Reflex. 14тн FEAT 10_{TH} 16тн Alertness Gain expert Perception Divine Will Gain master Will. Successes on Will saves are critical successes. 18тн 11тн **Exalt** Champion's reaction benefits allies. 20тн FEAT 12_{TH} Armor Mastery Gain master armor and unarmored defense. **GENERAL FEATS** 13тн Weapon Mastery Gain master simple, martial, and unarmed. 3_{RD} FEAT 14_{TH} 7тн Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary. 15тн 11тн FEAT 16_{TH} 15тн Champion Mastery Gain master class DC, spell attacks, and spell DCs. **17**тн **Legendary Armor** Gain legendary armor and unarmored defense. 19тн FEAT 18_{TH} **CAUSE** Hero's Defiance Gain hero's defiance devotion spell. 19тн CAUSE FEAT 20_{TH} TENETS OF GOOD **ACTIONS AND ACTIVITIES** 1. Never perform acts anathema to your deity or willingly commit an evil act. 2. Never knowingly

FREE ACTIONS AND REACTIONS

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TRIGGER
DESCRIPTION

Shield Block Trigger While you have your shield raised, you would take damage from a

harm an innocent, or allow immediate harm to one when you could reasonably prevent it.

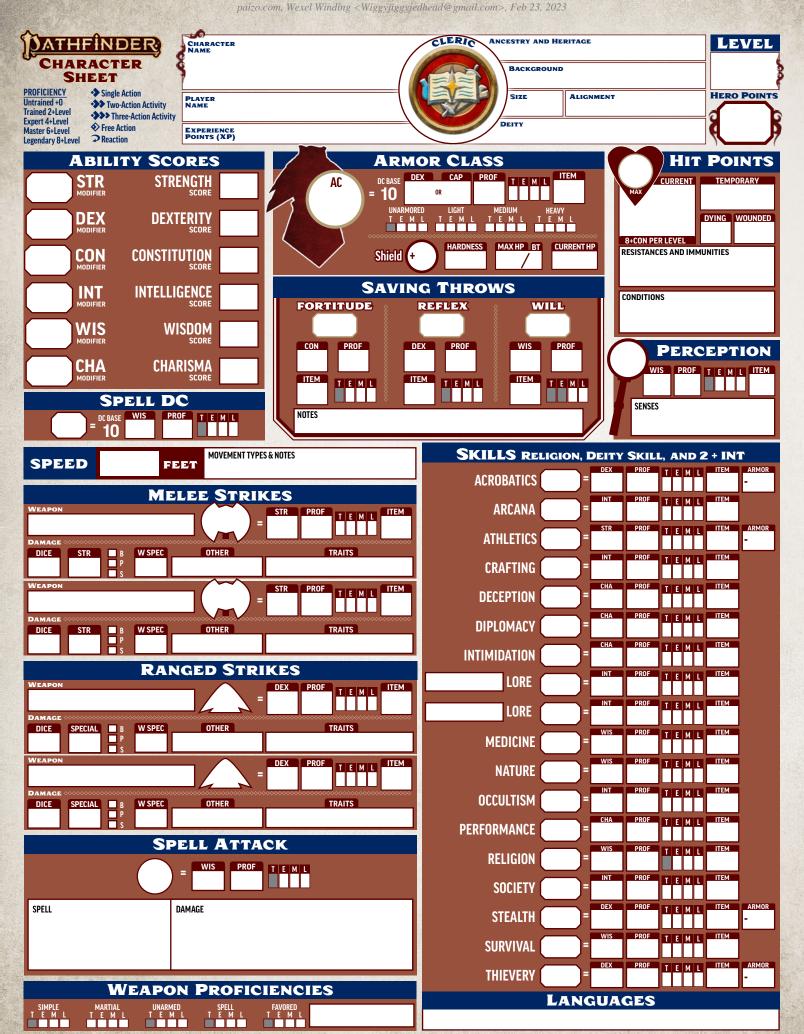
TENETS OF CAUSE

Shield Block ? Trigger While you have your shield raised, you would take damage from a physical attack. Effect Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage.

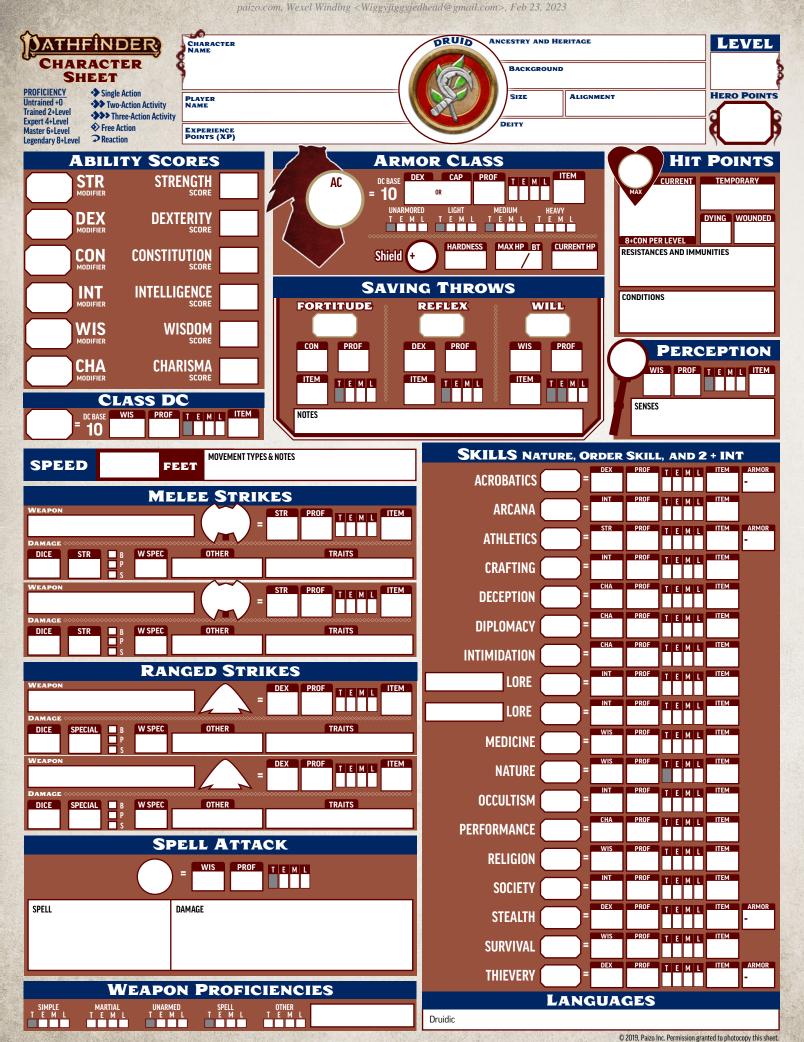
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DESCRIPTION

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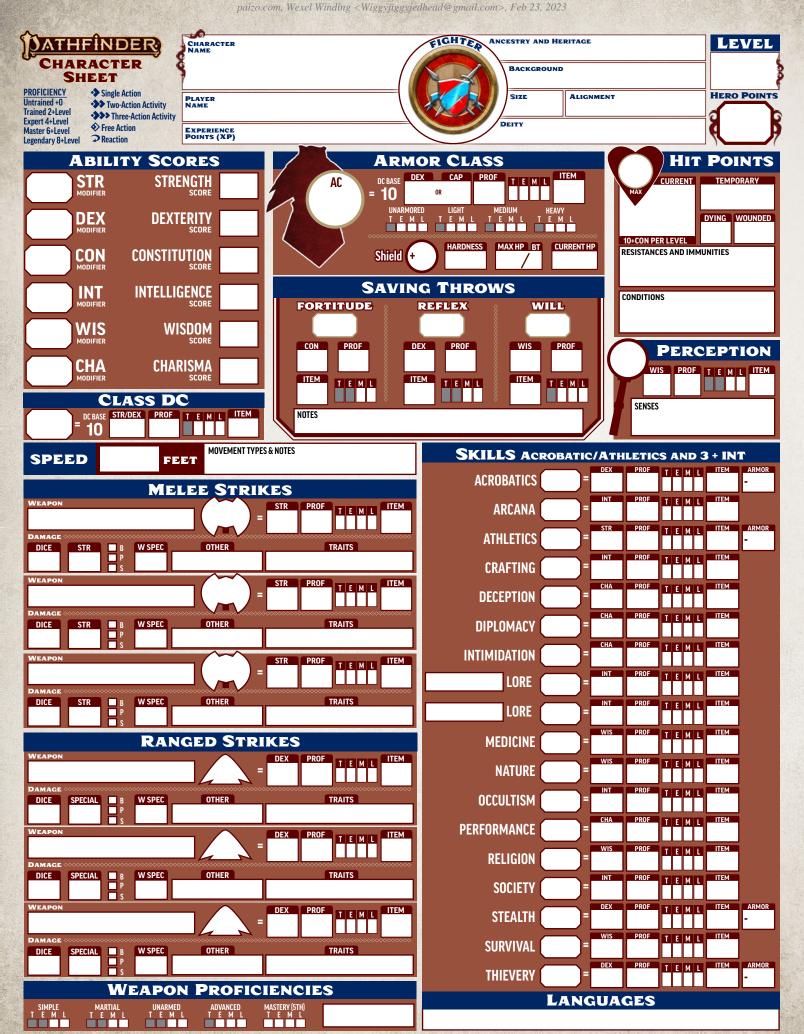
Ancestry Feats and Abilities	C	CLASS FEATS AND ABILITIES
SPECIAL 1st	SPELLS	Deity Gives a trained skill, a favored weapon, spells, and anathema. Divine Spellcasting You can prepare any common spells from the divine list.
HERITAGE 1st	5 cantrips, 2 1st	Divine Font Based on your deity, you gain 1 + Cha □ harm spells or □ heal spells of your highest spell level. First Doctrine Choose cloistered or warpriest and gain a benefit. □ Cloistered
FEAT 1st		Domain Initiate feat Warpriest Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain
FEAT 5 _{TH}	11 104	
FEAT 9 _{TH}	+1 1st	FEAT 2ND Second Doctrine Cloistered Gain expert Fortitude Warpriest Trained
FEAT 13 _{TH}	2 2nd	martial weapons. JRD
FEAT 17TH	+1 2nd	FEAT 4 _{TH}
SKILL FEATS	2 3rd	Alertness Gain expert Perception. 5TH
BACKGROUND	+1 3rd	FEAT 6 _{TH}
2 _{ND}	2 4th	Third Doctrine □ Cloistered Gain expert spell attack rolls and spell DC. □ Warpriest Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC. 7th
4тн	+1 4th	FEAT 8th
6тн	2 5th	Resolve Gain master Will. Successes on Will saves are critical successes.
8тн	+1 5th	FEAT 10 _{TH}
10тн	2 6th	Fourth Doctrine Cloistered Gain expert favored weapon. Gain critical specialization with it, using your spell DC. Warpriest Gain expert spell attack rolls and spell DC.
12тн		Lightning Reflexes Gain expert Reflex.
14тн	+1 6th	FEAT 12 _{TH}
16тн	2 7th	Divine Defense Gain expert unarmored defense. ☐ Warpriest Gain expert light and medium armor. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.
18тн	+1 7th	FEAT 14th
20тн	2 8th	Fifth Doctrine Cloistered Gain master spell attack rolls and spell DC. Warpriest Gain master Fortitude. Successes on Fortitude saves are critical successes.
GENERAL FEATS	+1 8th	are critical successes.
3 _{RD}	2 9th	FEAT 17th
7тн	+1 9th	FEAT 18th
11тн	1 10th	Final Doctrine □ Cloistered Gain legendary spell attack rolls and spell DC.
15тн		Warpriest Gain master spell attack rolls and spell DC. Miraculous Spell Gain a 10th-level spell slot. 19тн
19тн		FEAT 20 _{TH}
ACTIONS AND ACTIVITIES		DEITY
NAME ACTIONS TRAITS PAGE	DEITY	FOLLOWER ALIGNMENTS
DESCRIPTION	CLERIC SPELLS	
NAME ACTIONS TRAITS PAGE	EDICTS AND ANATH	EMA
DESCRIPTION		
FREE ACTIONS	AND PEA	CTIONS
	NAME	FREE ACTION TRAITS PAGE
Shield Block → Trigger While you have your shield raised, you would take damage from a physical attack. Effect Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.	TRIGGER	REACTION INSING
accepting the silicit.	DESCRIPTION	



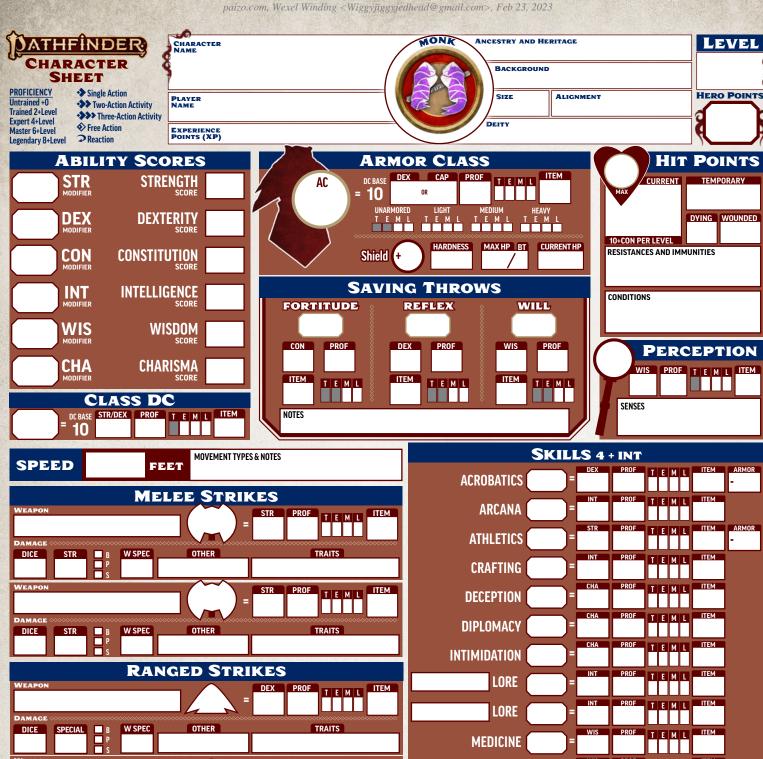
ANCEST	RY FEATS AND ABIL	ITIES		CLASS FEATS AND ABILITIES
		SPECIAL 1st	SPELLS	Druidic Order Gives a class feat, an order spell (with 1 Focus Point), and a
		HERITAGE 1st	5 cantrips, 2 1st	trained skill. Primal Spellcasting You can prepare any common spells from the primal list. Shield Block
		FEAT 1st		Wild Empathy You can use Diplomacy to Make an Impression on animals and make simple Requests of them. 1st
		FEAT 5TH	+1 1st	FEAT 2nd
		FEAT 9 _{TH}	2 2nd	Alertness Gain expert Perception. Great Fortitude Gain expert Fortitude. 3RD
		FEAT 13 _{TH}	+1 2nd	FEAT 4 _{TH}
		FEAT 17th	2 3rd	Lightning Reflexes Gain expert Reflex. 5TH
	SKILL FEATS		+1 3rd	FEAT 6TH
		BACKGROUND		
		2 _{ND}	2 4th	Expert Spellcaster Gain expert primal spell attack rolls and spell DC.
		4тн	+1 4th	FEAT 8th
		6тн	2 5th	9тн
		8тн	+1 5th	FEAT 10тн
		10тн	2 6th	Druid Weapon Expertise Gain expert simple weapons and unarmed attacks. Resolve Gain master Will. Successes on Will saves are critical successes. 11TH
		12тн	+1 6th	FEAT 12TH
		14тн	2 7th	Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.
		16тн	4 = 1	Weapon Specialization +2 damage if expert, +3 master, +4 legendary.
		1011	+1 7th	FEAT 14 _{TH}
			2 8th	Master Spellcaster Gain master primal spell attack rolls and spell DC. 15TH
	GENERAL FEATS		+1 8th	FEAT 16 _{TH}
		3 _{RD}	2 9th	17тн
		7тн	+1 9th	FEAT 18TH
		11тн	1 10th	Legendary Spellcaster Gain legendary primal spell attack rolls and spell DC. Primal Hierophant Gain a 10th-level spell slot.
		15тн		FEAT 20 _{TH}
		19тн		ORDER
ACTIO	ONS AND ACTIVITIE	ES	ORDER	ORDER
NAME	ACTIONS TRAITS		ORDER SPELL	
DESCRIPTION			OTHER BENEFITS	
NAME	ACTIONS TRAITS	PAGE	You lose your ma	ANATHEMA agical abilities if you use metal armor or shields, despoil natural places, teach
DESCRIPTION				ruids, or do other acts determined by your order.
		ACREAN STREET STREET		
Chiald Dicels O. T. Lee, 1989		ACTIONS AN	ND REA	FREE ACTION TRAITS PAGE
physical attack. Effect Your sh	e you have your shield raised, you would take hield prevents you from taking an amount of o e shield each take any remaining damage, pos	damage up to the		REACTION TRAITS
destroying the shield.	, 5	TF	RIGGER	

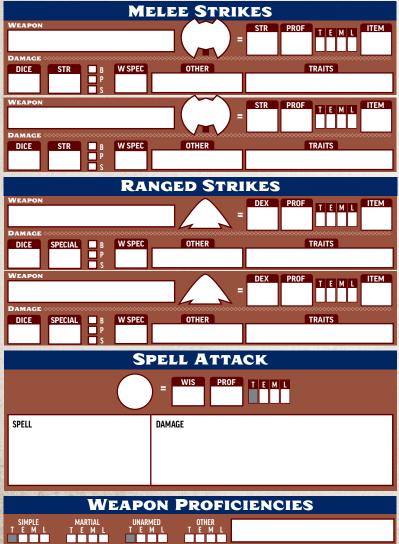
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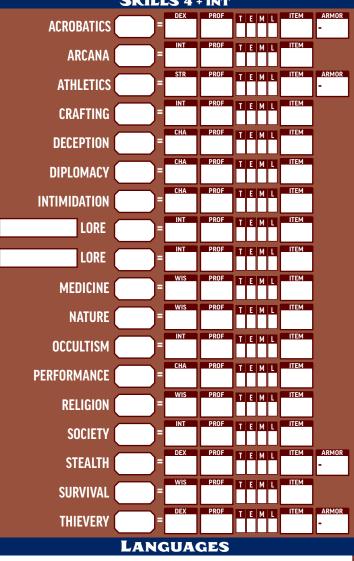
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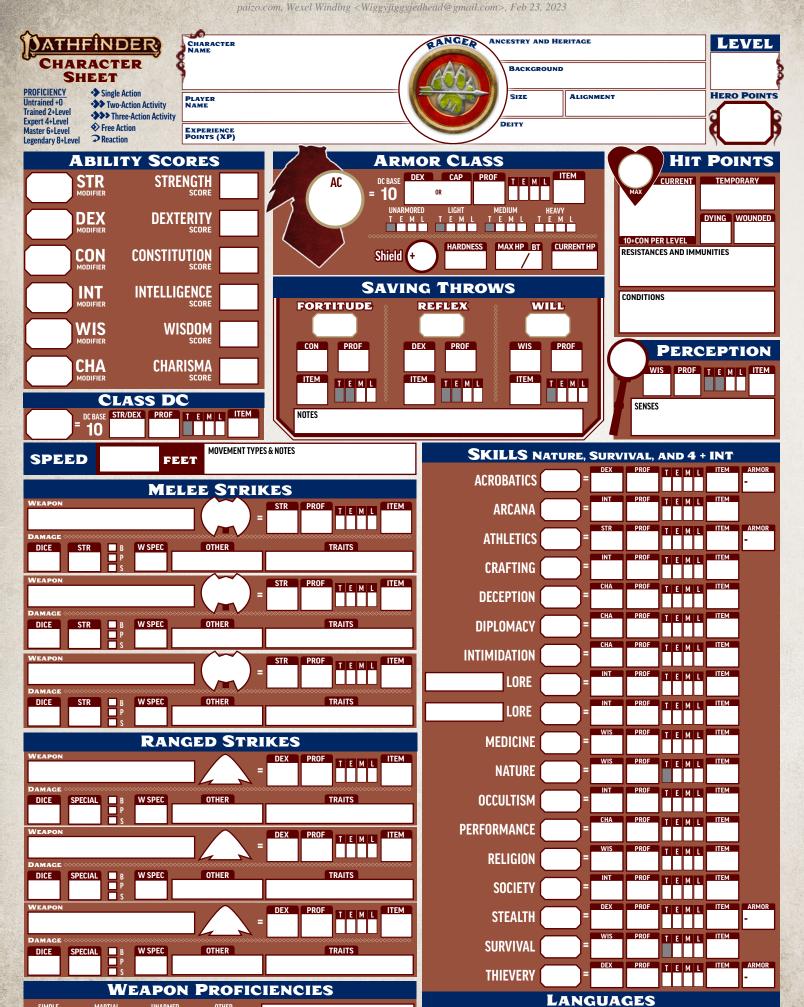
ANCE	STRY FEAT	S AND ABII	LITIES	CLASS FEATS AND ABI	LITIES		
SPECIAL 1st			SPECIAL 1st	Attack of Opportunity Shield Block			
HERITAGE 1st			HERITAGE 1st		FEAT 1st		
			FEAT 1st		FEAT 2 _{ND}		
			FEAT 5TH	Bravery Gain expert Will. Successes on Will saves against fear are			
			FEAT 9 _{TH}	Reduce frightened you gain by 1.			
			FEAT 13 _{TH}	Fighter Weapon Mastery Gain master simple and martial weapons	FEAT 4TH		
			FEAT 17 _{TH}	advanced. Gain critical specialization with all master weapons.	э н этн		
	SKILL	FFATS			FEAT 6TH		
	GIGIE	LAIG	BACKGROUND	Battlefield Surveyor Gain master Perception. +2 circumstance bor initiative.	nus to Perception for 7 TH		
			2 _{ND}	Weapon Specialization +2 damage if expert, +3 master, +4 legend	ary FEAT 8 тн		
			4тн	Combat Flexibility Gain an extra 8th-level or lower fighter feat each of	lay. 9 тн		
			6тн	Juggernaut Gain master Fortitude. Successes on Fortitude saves a successes.	re critical FEAT 10 тн		
			8тн	Armor Expertise Gain expert armor and unarmored defense. Gain arm medium and heavy armor.	nor specialization with 11TH		
			10тн	Fighter Expertise Gain expert class DC.	FEAT 12 тн		
			12тн	Weapon Legend Gain master simple and martial weapons; expert adv	anced weapons. Gain 42-		
			14тн	legendary simple and martial weapons of one group, master advanced			
			16тн	Evasion Gain master Reflex. Successes on Reflex saves are critical Greater Weapon Specialization +4 damage if expert, +6 master, +8 le			
			18тн	Improved Flexibility Gain an extra 14th-level or lower fighter feat			
			20тн	Armor Mastery Gain master armor and unarmored defense.	17тн		
			ZUIA		FEAT 18 _{TH}		
	GENERA	L FEATS	2	Versatile Legend Gain legendary simple and martial weapons; lege			
			3 _{RD}	master advanced weapons; master class DC.			
			7тн		FEAT 20th		
	11тн			Bonus Feats			
			15тн				
			19тн				
		A	CTIONS ANI	ACTIVITIES			
NAME	ACTIONS	TRAITS	PAGE	NAME ACTIONS TRAITS	PAGE		
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME ACTIONS TRAITS	PAGE		
					1762		
DESCRIPTION				DESCRIPTION			
		FREE	Actions	ND REACTIONS			
action, makes a ranged a	Trigger A creature within attack, or leaves a square during creature. If your attack	uring a move action it's us	sing. Effect Make a melee	NAME FREE ACTION TRAITS REACTION	PAGE		
action, you disrupt that a				TRIGGER DESCRIPTION			
attack. Effect Your shield	attack. Effect Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.						





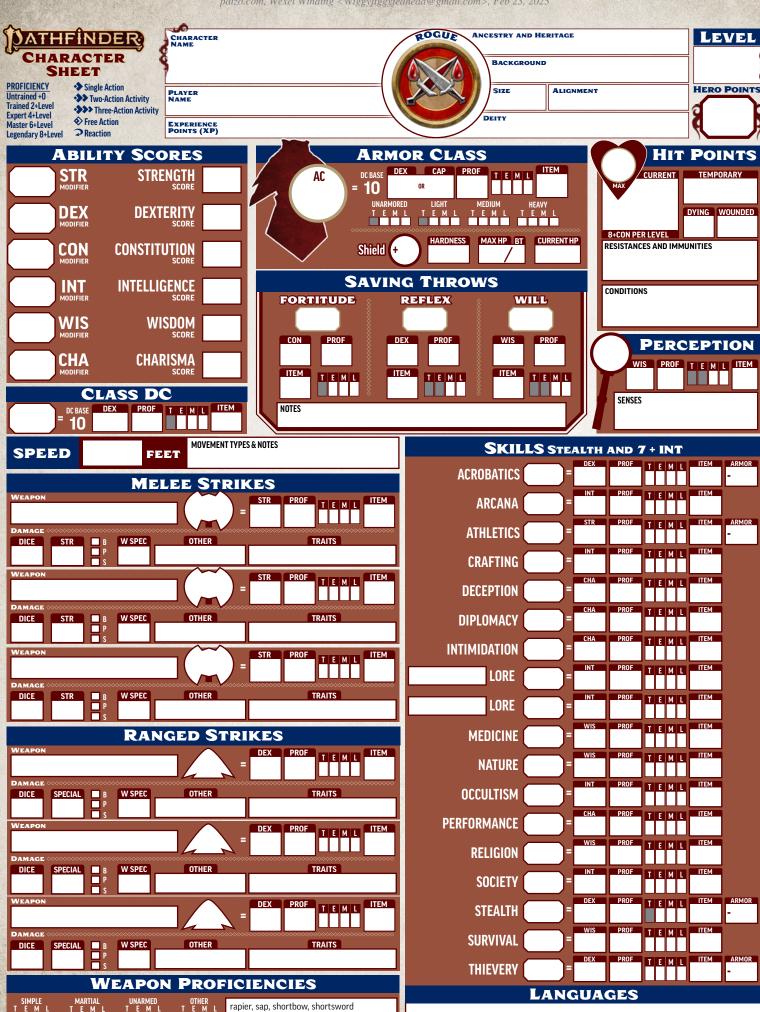


Ancestry Feats and Abilities	CLASS FEATS AND ABILITIES	27 YOURSE		
SPECIAL 1st	Flurry of Blows Powerful Fist Your fist deals 1d6 damage. You don't take the -2 penalty to make a lethal			
HERITAGE 1st	attack with your unarmed attacks.	1 st		
FEAT 1st	FI	EAT 1st		
FEAT 51H	FE	AT 2 _{ND}		
FEAT 9 _{TH}	Incredible Movement +10-foot status bonus to Speed while not wearing armor. Mystic Strikes Unarmed attacks are magical.	3rd		
FEAT 13 _{TH}	FE	ЕАТ 4тн		
FEAT 17 _{TH}	Alertness Gain expert Perception. Expert Strikes Gain expert unarmed attacks and simple weapons.	5тн		
SKILL FEATS	FE	ЕАТ 6тн		
BACKGROUND	Incredible Movement +15 feet.			
2 _{ND}	Path to Perfection Gain master one saving throw of your choice. Successes on those are critical successes. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	saves 7th		
4тн	FE	ЕАТ 8тн		
6тн	Metal Strikes Unarmed attacks treated as cold iron and silver. Monk Expertise Gain expert class DC, plus spell attacks and spell DCs if you have ki spell	Is. 9 th		
8тн	FE/	АТ 10тн		
10тн	Incredible Movement +20 feet. Second Path to Perfection Choose a second type of save for path to perfection.	11тн		
12тн	FE/	АТ 12тн		
14тн	Graceful Mastery Gain master unarmored defense. Master Strikes Gain master unarmed attacks and simple weapons.	13тн		
16тн		АТ 14тн		
18тн	Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary. Incredible Movement +25 feet.			
20тн	Third Path to Perfection Gain legendary in one save you choose with path to perfection second path to perfection. Critical failures on those saves are failures, and you take			
GENERAL FEATS	half damage when you fail those saves.	15тн АТ 16тн		
3rd	Adamantine Strikes Unarmed attacks treated as adamantine.	AI IUIH		
7тн	Graceful Legend Gain legendary unarmored defense and master class DC. Gain master spell attacks and spell DCs if you have ki spells.	17тн		
11тн	FE/	АТ 18тн		
15тн	Perfected Form (fortune) On your first Strike of your turn, if you roll lower than 10, you can treat the roll as a 10.	19тн		
19тн	FEA	АТ 20тн		
Actions and	ACTIVITIES			
Flurry of Blows ❖ (flourish) Make two unarmed Strikes. If both hit the same creature, combine		PAGE		
their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per round.	DESCRIPTION			
NAME ACTIONS TRAITS PAGE	NAME ACTIONS TRAITS	PAGE		
DESCRIPTION	DESCRIPTION			
FREE ACTIONS	AND REACTIONS			
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	TRIGGER DESCRIPTION			

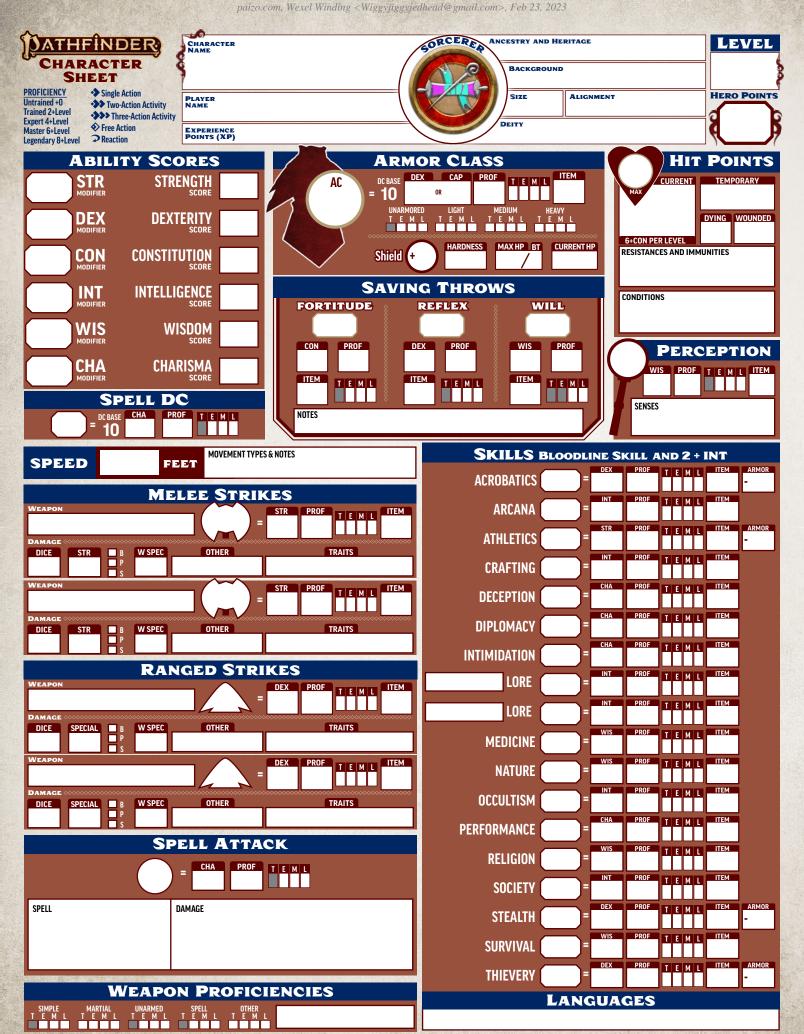


Ancestry Feats and Abilities	CLASS FEATS AND ABILITIES
SPECIAL 1st	Hunt Prey Hunter's Edge 1st
HERITAGE 1st	FEAT 1st
FEAT 1st	FEAT 2nd
FEAT 5TH	Iron Will Gain expert Will.
FEAT 9 _{TH}	FEAT 4TH
FEAT 13 _{TH}	Ranger Weapon Expertise Gain expert simple, martial, and unarmed. Gain critical specialization with these against hunted prey.
FEAT 17 _{TH}	Trackless Step Always Cover Tracks in natural terrain without moving at half Speed. 5TH
SKILL FEATS	FEAT 6TH
BACKGROUND	Evasion Gain master Reflex. Successes on Reflex saves are critical successes. Vigilant Senses Gain master Perception. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7th
2 _{ND}	FEAT 8TH
4тн	Nature's Edge Enemies are flat-footed to you in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare. Ranger Expertise Gain expert class DC.
6тн	FEAT 10TH
8тн	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
10тн	Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense. Wild Stride Ignore non-magical difficult terrain.
12тн	FEAT 12th
14тн	Weapon Mastery Gain master simple, martial, and unarmed. 13TH
16тн	FEAT 14TH Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.
18тн	Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage. Incredible Senses Gain legendary Perception.
20тн	FEAT 16 _{TH}
GENERAL FEATS	Masterful Hunter Gain master class DC. When using a master ranged weapon, ignore second and third range increment penalty. If master Perception, +4 circumstance bonus to
3 _{RD}	Seek or Track prey. Additional hunter's edge benefit.
7тн	FEAT 18th Second Skin Gain master light armor, medium armor, and unarmored defense.
11тн	Rest in light or medium armor without being fatigued.
	FEAT 20 _{TH}
15тн	Bonus Feats
19тн	
IUNT PREY AND HUNTER'S EDGE	Actions and Activities
(concentrate) Designate a single creature you can see or hear, or who you are your prey. Against your prey, gain a +2 circumstance bonus to Perception checks	NAME ACTIONS TRAITS PAGE
Survival checks to Track, and ignore the penalty for your second range increment attacks. You can have only one prey at a time.	DESCRIPTION
DGE The multiple attack penalty against your prey is -3 (-2 with agile weapon) on your	NAME ACTIONS TRAITS PAGE
ttack and -6 (-4 with agile weapon) on your third or later attack. Precision The you hit your prey in a round, deal 1d8 precision damage (11th 2d8 damage, 19th 3d8 Outwit Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall	DESCRIPTION
e against your prey and a +1 circumstance bonus to Deception, Intimidation, Stealth, and Recall le against your prey and a +1 circumstance bonus to AC against their attacks.	DESCRIPTION
EREE ACTIONS	AND REACTIONS
FREE ACTIONS	NAME FREE ACTION TRAITS PAGE
	REACTION

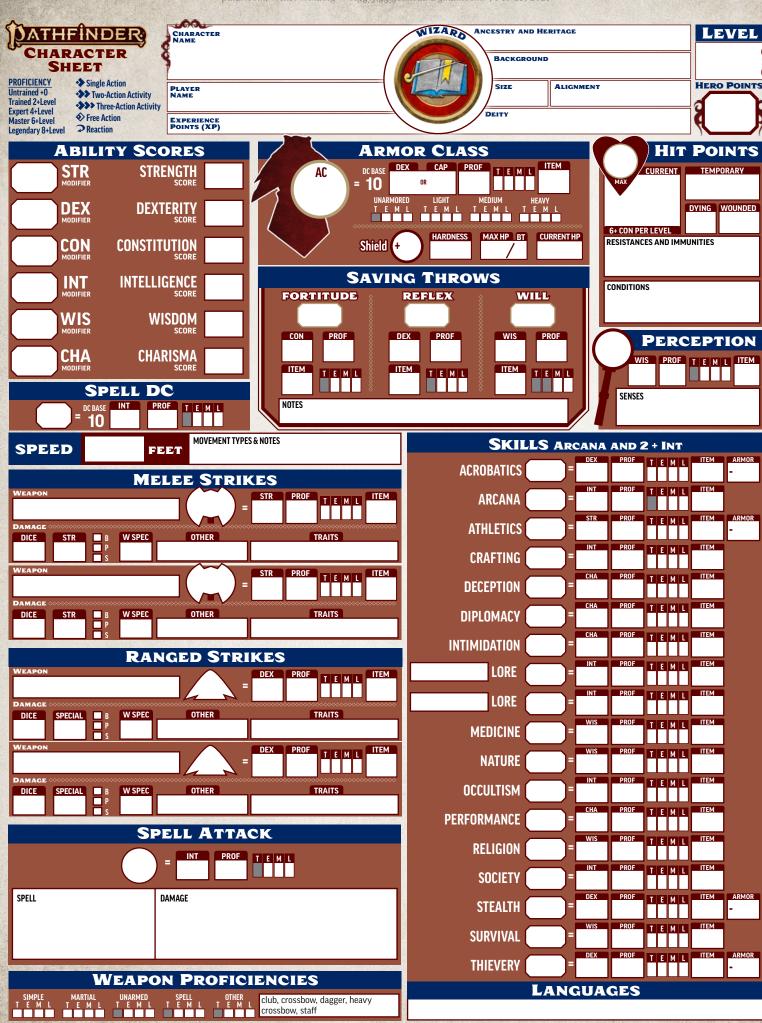
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Ances	STRY FEAT	S AND AE	BILITIES		CLASS FEATS AND ABILI	TIES
SPECIAL 1st			Rogue's Racket			
HERITAGE 1st			be agile or finess	eal 1d6 precision damage to flat-footed creatures. Melee c se to benefit. Increase the number of dice by one at 5th, 1 If you roll Deception or Stealth for initiative, creatures stronged to you.	11th, and 17th levels.	
	FEAT 1st				it-tooted to you.	
	FEAT 5TH					FEAT 1st
	FEAT 9TH					FEAT 2 _{ND}
	FEAT 13th				 You aren't flat-footed to hidden, undetected, or flankiver, or creatures of your level or lower using surprise a 	ittack. 3rd
			FEAT 17 _{TH}			FEAT 4 _{TH}
	SKILL	FEATS		Gain critical spe	Gain expert simple weapons, rapier, sap, shortbow, sho cialization against flat-footed creatures when using ag	ile or finesse
			BACKGROUND	simple weapons	or the listed weapons.	5тн
	151		11тн	F 1 0 1	. D.d. C. D.d. W. L.	FEAT 6тн
	2 _{NC}		12тн	Vigilant Senses	aster Reflex. Successes on Reflex saves are critical succ Gain master Perception. lization +2 damage if expert, +3 master, +4 legendary.	cesses.
	3rd					FEAT 8 _{TH}
			13тн	Debilitating Str	ike	
	4тн		14тн	Great Fortitude Gain expert Fortitude.		
	5тн	I	15тн			FEAT 10 _{TH}
	6тн	ı	16тн	Rogue Expertise	e Gain expert class DC.	11тн
	7тн	ı	17тн			FEAT 12 _{TH}
	8тн	ı	18тн	half damage wh	on Gain legendary Reflex. Turn critical failures on Reflex en you fail a Reflex save against damage. es Gain legendary Perception.	saves to failures. Take
	9тн	ı	19тн	Light Armor Exp	nertise Gain expert light armor and unarmored defense. iin master simple weapons, rapier, sap, shortbow, shortswo	ord, and unarmed. 13 _{TH}
	10тн	I	20тн			FEAT 14 _{TH}
	GENERA	L FEATS			tion Apply two debilitations with Debilitating Strike. n Specialization +4 damage if expert, +6 master, +8 leg	gendary. 15th
			3 _{RD}	dreater weapon	Topecialization +4 damage if expert, +0 master, +0 leg	FEAT 16 тн
			7тн	Slippery Mind (Gain master Will. Successes on Will are critical success	
			11тн	Shipper y Militu	idili illaster Will. Successes on Will die Critical Successi	FEAT 18 _{TH}
			15тн	Light Armor Ma	stery Gain master light armor and unarmored defense.	
			19тн	Master Strike		19тн
NAVI (III./NEWSACIONE) I			1314			FEAT 20th
			ACTIONS AN	_		
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS TRAITS	PAGE
DESCRIPTION				DESCRIPTION		
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS TRAITS	PAGE
DESCRIPTION			DESCRIPTION			
		FRE	E ACTIONS	AND REA	CTIONS	
Debilitating Strike ❖ Tri	igger Your Strike hits a fla		deals damage. Effect Until the	NAME	FREE ACTION TRAITS	PAGE
	end of your next turn, the target either takes a -10-foot status penalty to its Speeds or is enfeebled 1.			REACTION		
	Master Strike ♦ Trigger Your Strike hits a flat-footed creature and deals damage. Effect The target			TRIGGER DESCRIPTION		
attempts a Fortitude save against your class DC, then is temporarily immune for 1 day: Critical Success Unaffected, Success Enfeebled 2 until the end of your next turn; Failure Paralyzed 4 rounds; Critical Failure Paralyzed 4 rounds, knocked unconscious 2 hours, or killed. □ 19th						



ANCESTRY FEATS AND ABILITIES		CLASS FEATS AND ABILITIES			
SPECI	IAL 1st	SPELLS 5 cantrips, 3 1st	Bloodline Determines tradition, bloodline skills, granted spells, bloodline		
HERITA			spells, and blood magic. Spell Repertoire You know two 1st-level spells and four cantrips, plus one ceach from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain.	of 1 sт	
	AT 1st	+1 1st	FEAT		
	АТ 5тн	+1 IST			
	AT 9 _{TH}	3 2nd	Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.	3 _{RD}	
	\Т 13тн	+1 2nd	FEAT	Г 4тн	
FEA	ХТ 17тн	3 3rd	Magical Fortitude Gain expert Fortitude.	5тн	
SKILL FEATS		+1 3rd	FEAT	Г бтн	
BACKGROUND					
	2 _{ND}	3 4th		7 тн	
	4тн	+1 4th	FEAT	Г 8тн	
	6тн	3 5th	Lightning Reflexes Gain expert Reflex.	9тн	
	8тн	+1 5th	FEAT 1	10тн	
	10тн	3 6th	Alertness Gain expert Perception. Simple Weapon Expertise Gain expert simple and unarmed.	11тн	
	12тн	+1 6th	FEAT 1	12тн	
	14тн 16тн	3 7th	Defensive Robes Gain expert unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	13 ₇₄	
	18тн	+1 7th	FEAT 1		
	20тн	3 8th		15тн	
GENERAL FEATS		+1 8th	FEAT 1		
	3 _{RD}	3 9th	Resolve Gain master Will. Successes on Will saves are critical successes.		
	7тн	+1 9th	FEAT 1		
	11тн		Bloodline Paragon Gain a 10th-level snell slot		
	15тн	1 10th	Legendary Spellcaster Gain legendary spell attack rolls and spell DC.	19тн	
	19тн		FEAT 2	ZUTH	
Actions and Activities			Bloodline		
NAME ACTIONS TRAITS	PAGE	BLOODLINE Tradition			
DESCRIPTION		BLOOD MAGIC			
FREE ACTIONS AND REACTIONS					
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TRIGGER DESCRIPTION		TRIGGER Description			
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TRIGGER DESCRIPTION		TRIGGER Description			



Ancestry Feats and Abilities	S	C	CLASS FEATS AND ABILITIES	
SPE	CIAL 1st	SPELLS 5 cantrips,	Arcane Bond Arcane School Gain an extra slot for each level you can cast, which can hold	
HERIT	TAGE 1st	2 1st	only a spell of your school. Gain school spells. School Universalist Feat	
	FEAT 1st		Arcane Spellcasting Spellbook contains 10 arcane cantrips and 5 1st-level arcane spells. When you level up, add 2 spells of any level you can cast.	
F	ЕАТ 5тн		Arcane Thesis 1st	
F	ЕАТ 9тн	+1 1st	FEAT 2nd	
FE	АТ 13тн	2 2nd	3 _{RD}	
FE	ЕАТ 17тн	+1 2nd	FEAT 4TH	
SKILL FEATS		2 3rd	Lightning Reflexes Gain expert Reflex. 5TH	
BACKG	ROUND	+1 3rd	FEAT 6TH	
	2 _{ND}	2 4th	Expert Spellcaster Gain expert proficiency in arcane spell attack rolls and spell DC. 7TH	
	4тн	+1 4th	FEAT 8th	
	6тн	2 5th	Magical Fortitude Gain expert Fortitude. 9TH	
	8тн	+1 5th	FEAT 10TH	
	10тн	2 6th	Alertness Gain expert Perception. Wizard Weapon Expertise Gain expert club, crossbow, dagger,	
	12тн		heavy crossbow, and unarmed staff.	
	14тн	+1 6th	FEAT 12TH Defensive Robes Gain expert unarmored defense.	
	16тн	2 7th	Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	
	18тн	+1 7th	FEAT 14 _{TH}	
	20тн	2 8th	Master Spellcaster Gain master arcane spell attack rolls and spell DC. 15TH	
GENERAL FEATS		+1 8th	FEAT 16 _{TH}	
	3 _{RD}	2 9th	Resolve Gain master Will. Successes on Will saves are critical successes. 17 _{TH}	
	7тн	+1 9th	FEAT 18 _{TH}	
	11тн	4 400	Archwizard's Spellcraft Gain a 10th-level spell slot.	
	15тн	1 10th	Legendary Spellcaster Gain legendary arcane spell attack rolls and spell DC.	
	19тн		FEAT 20 _{TH}	
Action	NS ANI	ACTIVI	TIES	
NAME ACTIONS TRAITS	PAGE	NAME	ACTIONS TRAITS PAGE	
DESCRIPTION		DESCRIPTION	<u> </u>	
FREE ACT	CIONS	AND REA	CTIONS	
Drain Bonded Item ♦ Frequency once per day; Requirements You haven't acted yet of	on your turn.	NAME	FREE ACTION TRAITS PAGE	
Effect This turn, you can cast one spell you prepared today and already cast, without spending a spell slot. □ Universalist You can use this once per day for each level.		TRIGGER	REACTION	
2 Children and Carl age and once per day for each rever.		DESCRIPTION		
NAME FREE ACTION TRAITS	PAGE	NAME	FREE ACTION TRAITS PAGE	
■ REACTION	FAUE		FREE ACTION TRAITS PAGE	
TRIGGER DESCRIPTION		TRIGGER DESCRIPTION		

BASIC ACTIONS

Aid DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

Crawl • (move) Move 5 feet while prone.

Delay Select this when your turn begins; take your turn later.

Drop Prone ◆ (move) Fall prone.

Escape ❖ (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact ❖ (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap ♦ (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release • (manipulate) Release something you're holding without triggering reactions.

Seek ❖ (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive ❖ (concentrate, secret) See if a creature is lying.

Stand • (move) You stand up from prone.

Step (move) Move 5 feet without triggering reactions.

Stride (move) Move up to your Speed.

Strike ❖ (attack) Attack with a weapon or unarmed attack.

Take Cover Gain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

Arrest a Fall 2 Use Acrobatics to slow your fall while flying.

Avert Gaze Get a +2 circumstance bonus against visual abilities.

Burrow ◆ (move) Move up to your burrow Speed.

Fly ❖ (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

Grab an Edge (manipulate) Try to catch something to stop a fall.

Mount ❖ (move) Get on an allied animal bigger than you to ride it.

Point Out (auditory, manipulate, visual) Reveal unobserved creature.

Raise a Shield • Put up a shield to get its bonus to AC.

HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

Spend all your Hero Points to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.

SKILL ACTIONS

E Exploration action, **D** Downtime action

ACROBATICS (Dex, Core 240) Balance ❖, Tumble Through ❖

Trained Maneuver in Flight ❖, Squeeze^E

ARCANA (Int, Core 241) Recall Knowledge ❖ (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

ATHLETICS (Str, Core 241) Climb ❖, Force Open ❖, Grapple ❖ High Jump ❖, Long Jump ❖, Shove ❖, Swim ❖, Trip ❖

Trained Disarm •

CRAFTING (Int, Core 243) Recall Knowledge ❖ (Core 238), Repair^E

Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion ❖, Impersonate^E, Lie

Trained Feint �

DIPLOMACY (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ❖

INTIMIDATION (Cha, Core 247) Coerce^E, Demoralize •

LORE (Int, Core 247) Recall Knowledge ❖ (Core 238)

Trained Earn Income^D (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ❖❖, Recall Knowledge ❖ (Core 238)

Trained Treat Disease^D, Treat Poison ❖, Treat Wounds^E

NATURE (Wis, Core 249) Command an Animal ❖, Recall Knowledge ❖ (Core 238)

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

DCCULTISM (Int, Core 249) Recall Knowledge ◆ (Core 238)

Trained Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

PERFORMANCE (Cha, Core 250) Perform ❖

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge ♦ (Core 238)

Trained Decipher Writing^E (*Core* 234), Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238)

Subsist^D (Core 240) Recall Knowledge ❖ (Core 238),

Trained Create Forgery^D, Decipher Writing^E (Core 234)

STEALTH (Dex, Core 251) Conceal an Object ❖, Hide ❖, Sneak ❖

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object •, Steal •

Trained Disable a Device , Pick a Lock .

CONDITIONS

BLINDED All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a –4 status penalty to Perception checks.

CLUMSY Status penalty to Dex-based checks and DCs equal to your clumsy value.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

DRAINED Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

ENFEEBLED Status penalty to Str-based rolls and DCs equal to your enfeebled value.

FATIGUED Take a -1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

FRIGHTENED Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1. GRABBED You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

PERSISTENT DAMAGE Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check. **PRONE** You're flat-footed with a –2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

RESTRAINED You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

SICKENED Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

STUPEFIED Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

DEATH AND DYING

UNCONSCIOUS You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure). **RECOVERY CHECKS** At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

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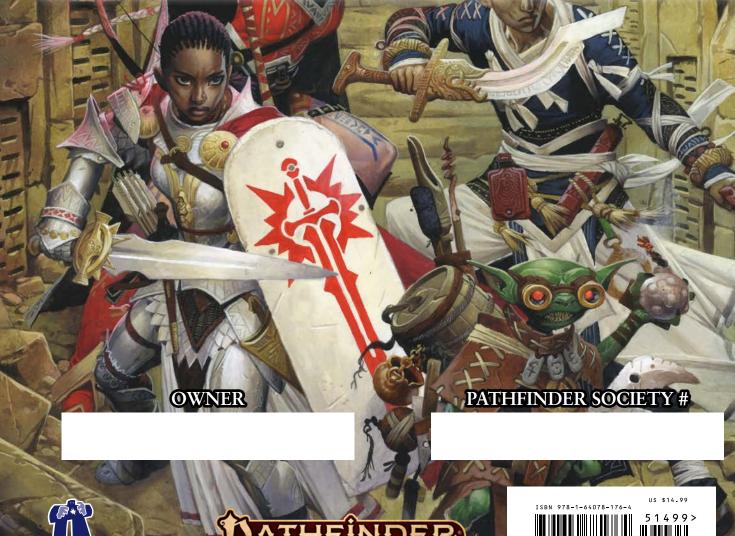
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